IN THE CLAIMS:

The claims, as pending in the subject application, now read as follows:

1. to 21. (Canceled)

23. (Currently amended) A gaming machine printer, comprising:

a processor;

a first communication port coupled to the processor;

a second communication port coupled to the processor, the second communication port a native communication port connecting a game controller as a trusted host to the gaming machine printer; and

a memory coupled to the processor, the memory having program instructions executable by the processor stored therein, the program instructions comprising:

detecting ~~determining~~ by the gaming machine printer when an external device is coupled to the first communication port;

notifying by the gaming machine printer the game controller coupled to the second communication port when the gaming machine printer detects that the external device is coupled to the first communication port;

disconnecting by the gaming machine printer communications from the game controller when the gaming machine printer detects that the external device is coupled to the first communication port;

establishing by the gaming machine printer a trusted communication session with the external device; and

reporting by the gaming machine printer the communication session to the game controller when the communication session is completed and communications are restored by the gaming machine printer to the game controller.

24. (Currently amended) A method of operating a gaming machine printer having a first communication port and a second communication port, the second communication port connecting a game controller as a trusted host to the gaming machine printer, the method comprising:

detecting ~~determining~~ by the gaming machine printer when an external device is coupled to the first communication port;

notifying by the gaming machine printer the game controller coupled to the second communication port when the gaming machine printer detects that the external device is coupled to the first communication port;

disconnecting by the gaming machine printer communications from the game controller when the gaming machine printer detects that the external device is coupled to the first communication port;

establishing by the gaming machine printer a trusted communication session with the external device; and

reporting by the gaming machine printer the communication session to the game controller when the communication session is completed and communications are restored by the gaming machine printer to the game controller.

25. (Previously presented) A gaming machine printer, comprising:

a processor;

a communication port coupling the gaming machine printer to a game controller;

a nonvolatile memory store coupled to the processor;

a memory coupled to the processor, the memory having program instructions executable by the processor stored therein, the program instructions comprising:

storing by the gaming machine printer a status of the gaming machine printer in the nonvolatile memory;

determining by the gaming machine printer the status of a communication link to the game controller via the communication port;

locking by the gaming machine printer the status of the gaming machine printer in the nonvolatile memory when the gaming machine printer determines that the communication link is interrupted; and

transmitting by the gaming machine printer the status of the gaming machine printer to the game controller when the communication link is reestablished by the gaming machine printer.

26. (Currently amended) A method of operating a gaming machine printer having a plurality of communication ports, the method comprising:

for each of the plurality of communication ports, determining by the gaming machine printer if a game controller is coupled to the communication port; and

establishing by the gaming machine printer the communication port as a native communication port that is disconnected from the game controller by the gaming

machine printer prior to performing a separate function of downloading and uploading of information to and from the gaming machine printer for servicing of ~~by~~ the gaming machine printer, the native port for connection to the game controller as a trusted host when the game controller is detected on the communication port.

27. (Currently amended) A gaming machine printer, comprising:

a processor;

a plurality of communication ports coupled to the processor; and

a memory coupled to the processor, the memory having program instructions executable by the processor stored therein, the program instructions comprising:

for each of the plurality of communication ports, determining by the gaming machine printer if a game controller is coupled to the communication port; and

establishing by the gaming machine printer the communication port as a native communication port that is disconnected from the game controller by the gaming machine printer prior to performing a separate function of downloading and uploading of information to and from the gaming machine printer for servicing of ~~by~~ the gaming machine printer, the native port for connection to the game controller as a trusted host when the game controller is detected on the communication port.

28. (Currently amended) A method of operating a gaming machine printer, comprising:

storing by the gaming machine printer a status of the gaming machine printer in a nonvolatile memory;

determining by the gaming machine printer the status of a communication link to a game controller in a game housing the gaming machine printer via a communication port;

locking by the gaming machine printer the status of the gaming machine printer in the nonvolatile memory when the gaming machine printer determines that the communications link is interrupted; and

transmitting by the gaming machine printer the status of the gaming machine printer to the game controller when the communication link is reestablished by the gaming machine printer.

29. to 85. (Canceled)

86. (Previously Presented) The gaming machine printer of Claim 23, wherein the first communication port is a communication port selected from the group including a serial port, a parallel port, a Universal Serial Bus (USB) port and an Ethernet port.

87. (Previously Presented) The gaming machine printer of Claim 23, wherein the second communication port is a communication port selected from the group including a serial port, a parallel port, a Universal Serial Bus (USB) port and an Ethernet port.

88. (Previously Presented) The method of operating a gaming machine printer of Claim 24, wherein the first communication port is a communication port selected from the

group including a serial port, a parallel port, a Universal Serial Bus (USB) port and an Ethernet port.

89. (Previously Presented) The method of operating a gaming machine printer of Claim 24, wherein the second communication port is a communication port selected from the group including a serial port, a parallel port, a Universal Serial Bus (USB) port and an Ethernet port.

90. (Previously Presented) The method of operating a gaming machine printer of Claim 26, wherein the native communication port is a communication port selected from the group including a serial port, a parallel port, a Universal Serial Bus (USB) port and an Ethernet port.

91. (Previously Presented) The gaming machine printer of Claim 27, wherein the native communication port is a communication port selected from the group including a serial port, a parallel port, a Universal Serial Bus (USB) port and an Ethernet port.